

## Trainer Pucks

If a **Trainer Puck** is in your **Power stack**, you may use its **special rule** as listed below.

<b>Mr. Smith</b>	Any multi-colored #CP <b>puck</b>
If this is the only <b>Trainer Puck</b> in your <b>Power stack</b> when you finish <b>topping-off</b> , you may rearrange the <b>Arena stack</b> .	
<b>Mr. Saia</b>	Any multi-colored Cyber Security <b>puck</b>
If this is the only <b>Trainer Puck</b> in your <b>Power stack</b> when <b>previous player</b> finishes making a <b>throw</b> , you may move a <b>flipped puck</b> to your <b>Health stack</b> and move a <b>puck</b> from your <b>Health stack</b> into the <b>Arena</b> face-up.	
<b>Mr. Merkert</b>	Any multi-colored #SW <b>puck</b>
If this is the only <b>Trainer Puck</b> in your <b>Power stack</b> after you've made your last <b>attack</b> and you did not pick up and <b>pucks</b> this <b>turn</b> , you may make 1 additional <b>attack</b> .	
<b>Ms. Hicks</b>	Any Pizza <b>puck</b>
If this is the only <b>Trainer Puck</b> in your <b>Power stack</b> when the <b>previous player</b> makes a <b>throw</b> , you may <b>pick up</b> any <b>pucks</b> that landed outside of the <b>Arena</b> . The <b>previous player</b> must move as many <b>pucks</b> from their <b>Health stack</b> to the <b>Arena stack</b> as you <b>picked up</b> . If they cannot, their <b>slammer</b> gains the <b>Critical Status</b> .	
<b>You</b>	Any <b>puck</b> you designed
If this is the only <b>Trainer Puck</b> in your <b>Power stack</b> when you finish an <b>attack</b> , if that <b>throw</b> did not <b>hit</b> , you may make 1 additional <b>attack</b> .	

## Slammer Abilities

Apply the **slammer's special rule** as listed below. A **puck** that meets more than one qualification can have all of the related **special rules**.

<b>MissingNo.</b>	Any <b>puck</b> that is not a <b>Pokémon Slammer</b>
After <b>counting attacks</b> on your <b>turn</b> , reduce <b>your attacks</b> to 1.	
<b>Pokéball</b>	Poké Ball, Great Ball, Ultra Ball, Heavy Ball
After making a <b>throw</b> , if you <b>flipped</b> any <b>Pokémon Slammers</b> , you may choose one of them add it to your <b>collection</b> .	
<b>Pokémon Slammer</b>	See <b>PokéPucks PokéDex</b>
Apply the <b>Resistance Type</b> , <b>Weakness Type</b> , <b>Energy Type</b> , and <b>Slammer Abilities</b> of the PokéDex entry that has a <b>Serial Number</b> that matches this <b>puck</b> .	

# PokéPucks – PuckMart

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PokéPucks is a game of skill, strategy, and risk. It is *not* gambling, though you do stand to gain and lose pucks. When you play this game, you will choose the pucks that you own that will best help you win, and claim your opponent's pucks for your own, but you opponent will be doing the same. If you cannot bear to lose your favorite pucks, do not play with them.

## Pucks

While there are pucks designed specifically for PokéPucks, there are many things in the world that can be used as pucks. PokéPucks is only a specialized version of a game with many names that is a century old. Some may argue it's centuries older. Because of this, you may find many things in the world that work as suitable proxies. Paper bottle caps, "tazos", "caps", and "pogs", are all things of roughly the same size, shape, and purpose have been produced and collected by the millions of the years. These rules will help players determine which pucks, or suitable proxies, will have special rules in a game of PokéPucks.

All pucks that have special rules will have an index "listing", or a table with the following format:

Image of the puck here	Puck Name	This text describes what could be used as a suitable proxy
	The text here will be special rules that override core rules of the game.	

In all special rules for pucks, the word "you" refers to the player who possesses the puck. This means the player who has picked up the puck, or moved it to their Health, Power, or Prize stacks.

### Types of Pucks

Pucks are categorized into three categories: Items, Trainers, and Slammers. Slammers can also be Pokémon Slammers. Any other puck is just a "puck" and have no special rules unless otherwise stated.

- Item pucks are the most common. They represent tools to help you win, and you can have many of them. You can typically have many of the same item puck, and they are often discarded after their rule has been used.
- Trainer pucks will typically give a special rule that lasts until you get another Trainer, or discard all other trainers in your power stack.
- Slammers are pucks that players have decided can be used to make throws with during their attacks.
- Pokémon Slammers are slammers with graphics that have an index listing in the PuckDex. In addition to any special rules they receive in this book, they also receive the Power Type, Resistance, Weakness, and special rules of the Pokémon they represent in the index listing.
- Any other puck is just known as a puck. They function as Item pucks in every way, except they have no special rules. If a puck like this would be put into a player's Power stack, instead put it into their Prize stack.

## Item Pucks

If an *Item Puck* is in your *Power stack*, you may use its *special rule* as listed below.

	<b>Potion</b>	Any <i>puck</i> designed by a student
	Before you <i>top-off</i> , you may move up to 2 <i>pucks</i> from <i>Prize stack</i> onto your <i>Health stack</i> without going over the <i>max size</i> , then <i>discard</i> this <i>puck</i> .	
	<b>Switch</b>	Any single-colored #CP <i>puck</i>
	Before determining the number of <i>attacks</i> to make on your <i>turn</i> , you may replace your <i>slammer</i> with a <i>legal slammer</i> from your <i>collection</i> , then <i>discard</i> this <i>puck</i> .	
	<b>Berry</b>	Any single-colored #CP <i>puck</i>
	When you <i>pick up</i> this <i>puck</i> , if your <i>Health stack</i> has less pucks than its <i>max size</i> , you may move this <i>puck</i> to your <i>Health stack</i> .	
	<b>Focus Energy</b>	Any <i>puck</i> with a clear background or glows in the dark
	After counting attacks on your turn, if your <i>slammer's Energy Type</i> matches the icon on the <i>puck</i> , add 1 to that number, or <i>discard</i> this <i>puck</i> to add two to that number.	
	<b>Energy</b>	
	When determining how many <i>attacks</i> to make on your <i>turn</i> , if this <i>puck</i> is in your <i>Power stack</i> , and the icon on it matches your <i>slammer's Energy Type</i> , add 1 to that number.	
	<b>Full Heal</b>	Any single-colored Cyber Security <i>puck</i>
	Remove all <i>Status's</i> from your <i>slammer</i> .	
	<b>Focus Sash</b>	Any single-colored Cyber Security <i>puck</i>
	Before you <i>top-off</i> , if this item is in your <i>Power stack</i> , you may reduce the <i>max size</i> of the <i>Arena stack</i> to equal the number of <i>pucks</i> in the <i>Arena stack</i> plus the number of <i>pucks</i> in your <i>Health stack</i> , then <i>discard</i> this <i>puck</i> .	
	<b>PokéFlute</b>	
	Before you <i>top-off</i> , remove the <i>Sleep Status</i> from your <i>slammer</i> .	
	<b>Sandbag</b>	
	When you <i>pick up</i> this <i>puck</i> , move it to your <i>Prize stack</i> .	
	<b>Power Stone</b>	Water Stone, Fire Stone, Thunder Stone, Moon Stone
	If your <i>slammer's Power Type</i> matches the <i>Energy Type</i> on this <i>puck</i> , after determining the number of <i>attacks</i> you can make, add 1 to that number, then <i>discard</i> this <i>puck</i> .	
	<b>Silph Scope</b>	
	When determine the number of <i>attacks</i> you can make on your <i>turn</i> , you may ignore any <i>special rules</i> that can reduce your number of <i>attacks</i> by one.	